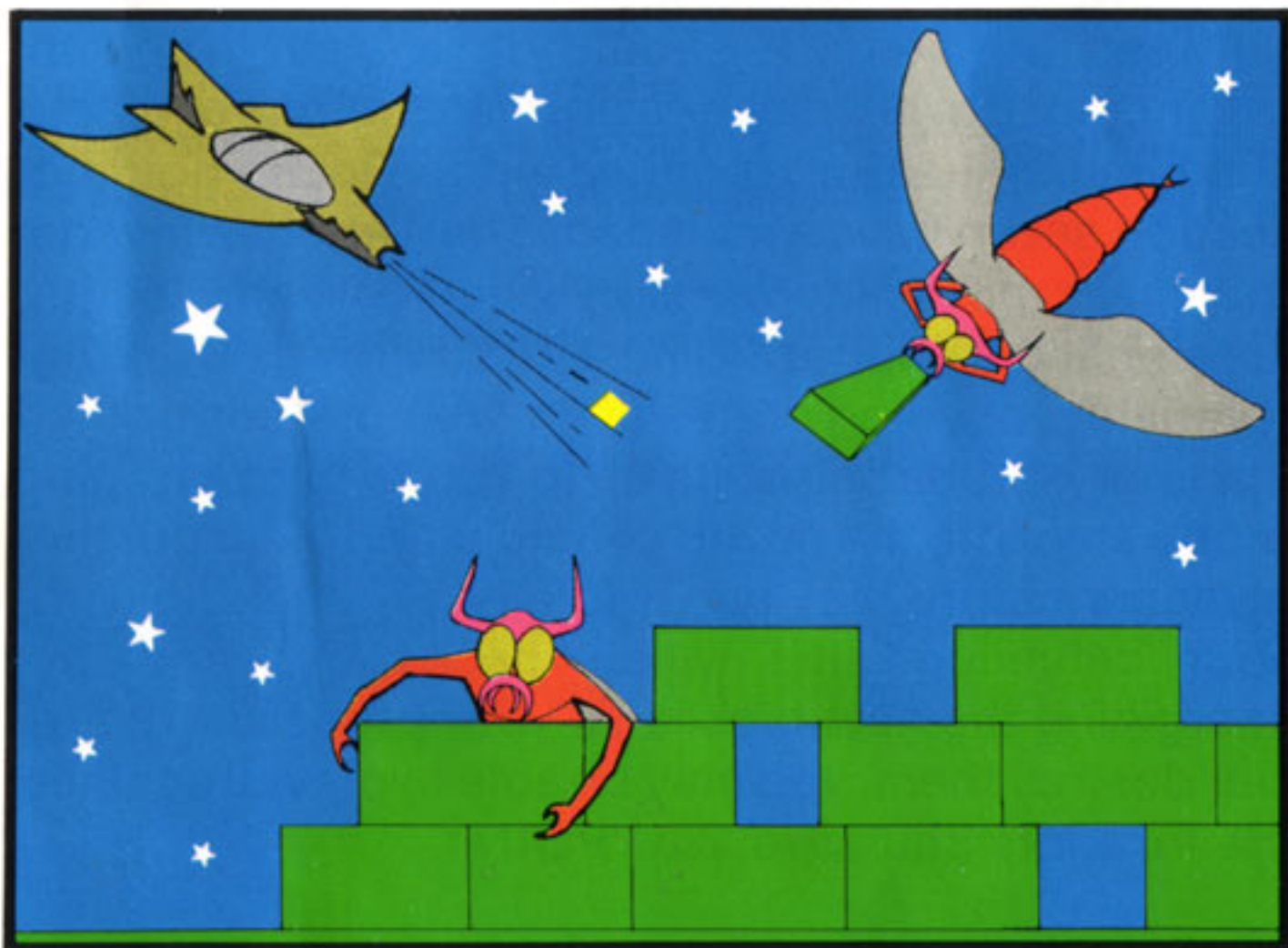


COSMIC SWARM™

By
COMMAVID

INSTRUCTIONS



For 1 Player

Uses Joystick Controller

The immense WAYPOINT interstellar trade depot floats with its small crew at a distant cross roads between the stars. It should be a quiet place to command. But beware — a dormant colony of giant, alien, mineral-eating termites hidden in ore holding section seven have awakened! The Termites invade the main power-conversion chamber and begin assembling a haphazard nest. Your crew is working feverishly, opening crates of tiny remote-controlled planetary-probe ships. Its up to you to pilot a fragile probe ship into the power chamber and clear out the invaders before they jam it totally. By docking with your refueling ship when necessary, and by energizing the nest blocks so your probe ship's fire can destroy them, you may be able to prevail against the invaders and save WAYPOINT.

GETTING STARTED

- Turn **off** your game console.
- Insert the COSMIC SWARM cartridge.
- Make sure the **left** joystick controller is firmly connected to the console (this is the only controller used).
- Turn **on** your game console.
- Select the game skill level by setting the console difficulty switches (Note: On Sears Tele-Game™, the **difficulty switches** are called **skill switches**. The "**a**" position is called **expert**, and the "**b**" position is called **novice**).

Beginner: Set **both** difficulty switches to "**b**".

Novice: Set **left** difficulty switch to "**a**", set **right** difficulty switch to "**b**".

Challenger: Set **left** difficulty switch to "**b**", set **right** difficulty switch to "**a**".

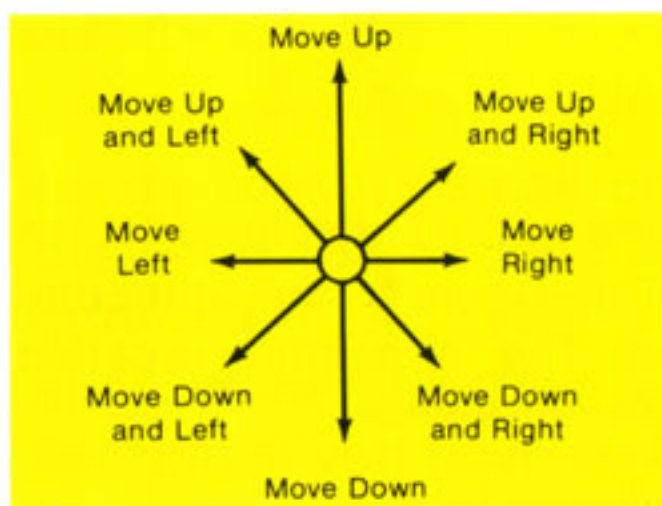
Expert: Set both difficulty switches to "**a**".

- Hold the joystick with the red button in the upper left.
- Start the game by pressing the game reset switch.

CONTROLLING YOUR SHIP

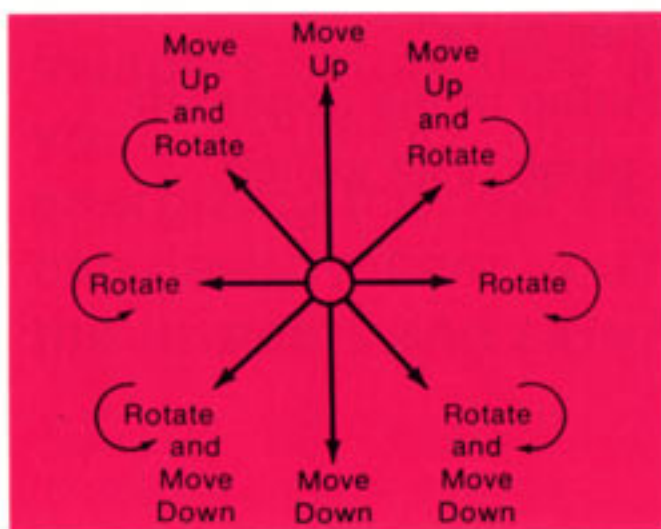
Use the **left** joystick controller to control your probe ship.

RED BUTTON UP



When the red button is **up**, pushing the joystick will move the probe ship horizontally, vertically, or diagonally.

RED BUTTON DOWN



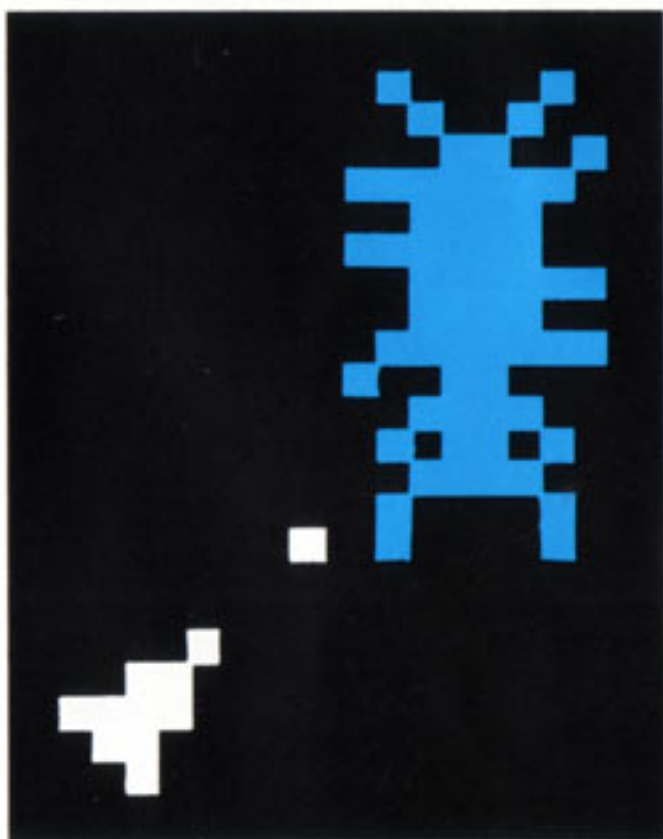
When the red button is **down**, pushing on the joystick will move the probe ship vertically, rotate the direction of the ship, or do both at the same time. The probe ship's gun will fire when the red button is released. If a new bolt is fired while an old one is in flight, the old one is destroyed. Only one bolt can be in flight at a time.

GAME PLAY

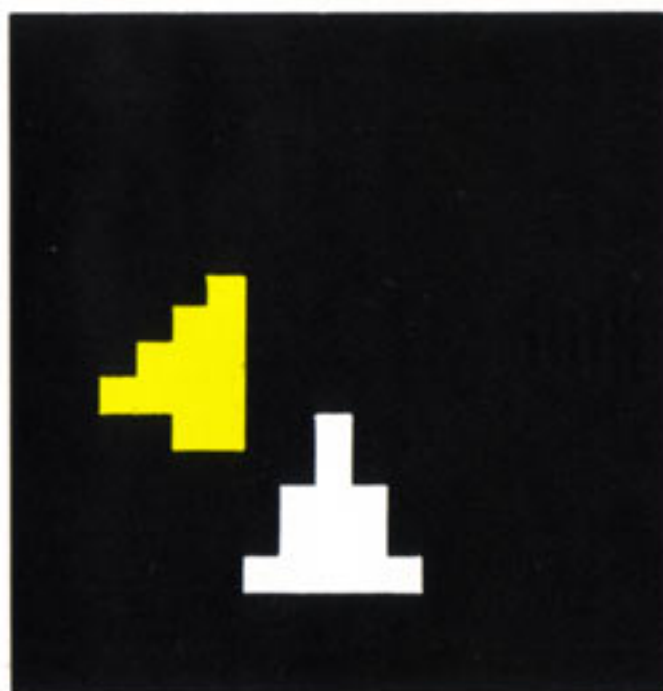
If your probe ship touches a Termite or any of the nest blocks they lay down, it will be instantly destroyed. Termites can be destroyed by hitting them with a bolt from your ship. Nest blocks will stop your ship's bolts without being destroyed unless they are energized (described later).

The game begins with a reserve force of 3 probe ships displayed at the top of the screen to the right of the score. A new ship is earned for every 100 points scored. Up to six ships can be held in reserve. When the last probe ship is destroyed, the game ends.

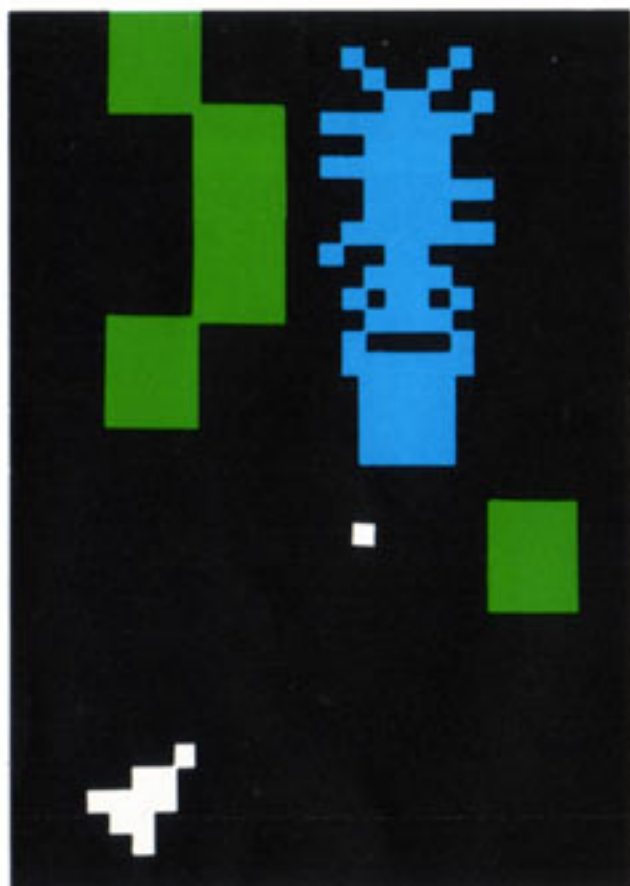
You must occasionally refuel your ship. A warning sound will alert you when your fuel is low. A refueling ship will then slowly travel down and back up the left or right edge of the screen. The game ends if you fail to dock with the refueling ship before it returns to the top of the screen — regardless of how many ships you have in reserve.



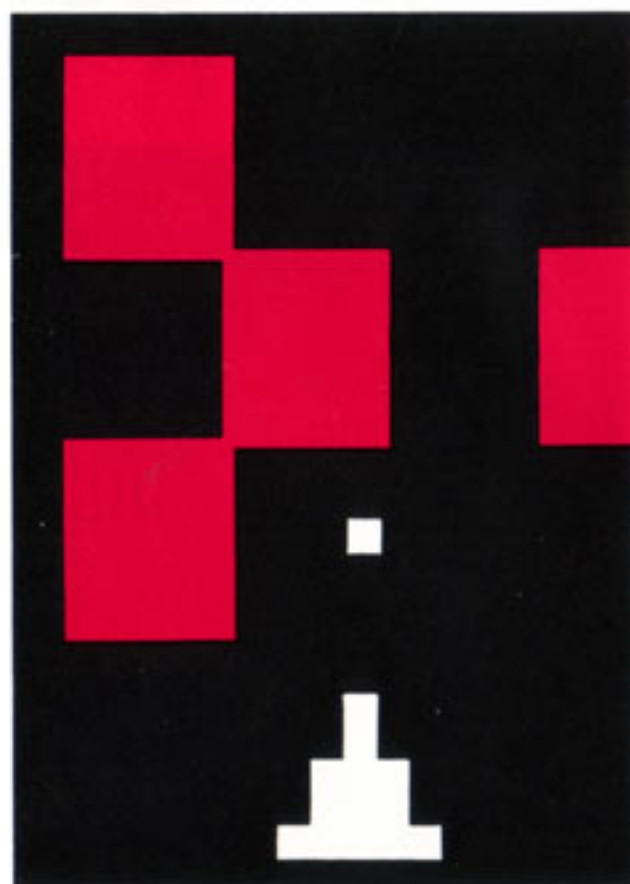
Shooting a Termite



*Docking with the
Refueling Ship*



Energizing the Nest Blocks



Destroying a Nest Block

If a termite is carrying a block, and it is hit squarely on the bottom of the block, both the termite **and** its block are destroyed. The remaining blocks then turn from green to red (or become a darker grey on a black-and-white TV). The blocks are now "energized" and are vulnerable to destruction by your bolts.

Whenever your bolts destroy a termite, unless you hit the termite on the bottom of a block it is carrying, all blocks are de-energized and become impossible to destroy. In this state they are green (lighter grey on a black-and-white set).

SCORING

Hitting a termite that is not carrying a block	1 point
Hitting a termite that is carrying a block	
if the bottom of the block is not hit	2 points
if the bottom of the block is hit	3 points
Hitting an energized (red) block	1 point

By scoring properly, an observant and skillful player can earn bonus points 100 or 200 at a time. These bonus points do not, however, count toward earning extra probe ships.

DIFFICULTY SWITCHES

The left difficulty switch controls the speed of one of the termites; the “**a**” position is the fastest. The right difficulty switch controls the aggressiveness of the termites. In the “**a**” position they are much more likely to chase your ship after dropping their blocks.

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